

spinning a tale

scientific

The Destination

Where This Challenge Will Take You!

Carousels, Ferris wheels, revolving doors, twirling kids and changing seasons. It's enough to make you dizzy! Boundless energy, endless revolutions, and never starting or stopping at the same place. Can you write a story that does the same thing? In a world where the end is the beginning, your team will truly come full circle!

Points of Interest!

Your Team Will:

- Research Energy Cycles in the Natural and/or Physical World
- Develop and present an original three-act Circular Story that demonstrates knowledge about one Energy Cycle of the team's choice
- Create a Dicycler that changes as the Story progresses and the acts change
- Create a Finale that uses your Dicycler to signal the end of your Presentation

In order to successfully solve this Challenge, teams must read and follow:

Team Challenge

- A. The *Central Challenge* (240 points)
- B. *Side Trips* (60 points)
- C. Presentation Site
- D. Reward Points

Rules of the Road

Published Clarifications

(online at www.IDODI.org)

The information in these materials is binding for all teams.

Team Managers are strongly encouraged to read and use:

- ☐ *Team Manager Guide*
- ☐ *Instant Challenge Practice Set*
- ☐ *TravelGuide for Teams* (available online after Jan 1, 2011)

Educational Focus

Science, Research of Energy Cycles in the Natural and/or Physical World, Innovation and Design Process, Theater Arts, Playwriting, Technical Design, Construction, Teamwork

Time Limit

The team must complete the Presentation (including setup) in eight minutes or less.

Team Budget:

The total value of the materials used may not exceed \$125 US.

Roadmap for Success

This Challenge can be solved on many levels, ranging from the simple to the complex.

We recognize that there are different ways to be creative. This Challenge is designed to engage all types of creativity—including off-the-wall, outlandish thinking, analytical thinking, and everything in between. Please approach this Challenge in the true spirit of Destination ImagiNation: try foremost to solve the Challenge. If you find the intent or any of the details of the Challenge unclear, we encourage you to ask for a Clarification. (See the *Rules of the Road*.) Remember—if it doesn't say you can't, then you can. However, if it says you "must" perform specific requirements, then those requirements have to be met.

Team Number

Teams and individuals using these Program Materials must hold 2010-11 Team Numbers. The Destination ImagiNation Team Number is a license to compete in sanctioned Tournaments and/or to use the Program Materials for educational purposes within your team, school, group or organization. Online access to Program Materials for teams who have purchased Team Numbers is available at www.IDODI.org.

- ☐ My 2010-11 Team Number is: ____ - ____
- ☐ My team is planning to compete in a sanctioned Tournament.
- ☐ I have registered for that Tournament with the:
 - ☐ Regional or
 - ☐ Affiliate Director

A. THE CENTRAL CHALLENGE (240 POINTS)

1. **The Intent of the Challenge:** The team will present an original three act Circular Story that demonstrates knowledge about the team's chosen Energy Cycle. The Presentation must include a team-created DIcycler that changes as the Story progresses and, in the Finale, signals the end of the team's Presentation.
2. **Circular Story:** The team will create a theatrical presentation of an original Circular Story that has three unique Acts. Unique means distinctly characteristic, or one of a kind. For the purpose of this Challenge, unique refers to each Act as compared to the other two Acts. The Circular Story may be set in any location, real or imaginary, and in any time period. There are no restrictions on the theme, plot or characters used in the Story.
 - a. For the purpose of this Challenge, a Circular Story is a team-created original story based on cause and effect. The events that happen in the Circular Story are a result of previous events that occurred in the Circular Story. For example, events in "Act I" cause events in "Act II" to occur, which cause events in "Act III" to occur, which cause the events in "Act I" to occur.
 - i. A brief summary of each of the three unique Acts and what makes them unique must be provided on the *Tournament Data Form*.
 - ii. The team is required to include only one cycle of its Circular Story in its Presentation. However, the team's Presentation must clearly show that the Circular Story ends where it began.
 - b. The three Acts should flow smoothly together and have an Effective Transition between the Acts. An Effective Transition between Acts is the art of passing seamlessly from one Act to another while maintaining the continuity of the plot by using theatrical techniques, props, scenery or costume changes.
 - c. At the Tournament, the beginning Act will be chosen at random in the Prep Area. The team should be prepared to begin the Presentation of its Circular Story with Act I, or with Act II, or with Act III. Therefore, the team will present its Circular Story in one of three ways at the Tournament: (1) Act I, Act II, Act III, Finale; or (2) Act II, Act III, Act I, Finale; or (3) Act III, Act I, Act II, Finale.
 - i. The team will select a slip of paper from those provided by the Prep Area Appraiser. This paper will indicate the beginning Act of the team's Circular Story. The team will give the paper immediately to the Prep Area Appraiser without looking at it.
 - ii. The Timekeeper/Announcer will announce the order of the Presentation and the team will have one minute to prepare before time begins.
 - d. The team will earn points for presenting a Circular Story with three unique Acts, for the creativity and the clear and effective presentation of its original Circular Story, and for the Effective Transition between the three Acts.



Special Definition

Energy Cycle in the Natural and/or Physical World: Any repetitive event or process that includes a transfer of energy. It produces observable or measurable changes.



Special Definition

Dlcyler: Any team designed and created item that is used to contribute to the presentation of the team's knowledge of the team's chosen Energy Cycle. It will change its appearance during each Act and will signal the end of the Presentation during the Finale.

3. **Energy Cycles:** The team will learn about Energy Cycles in the Natural and/or Physical World and include its knowledge about one Energy Cycle in its Presentation. Like Circular Stories, Energy Cycles are based on cause and effect. See Special Definition at left.
 - a. Energy Cycles are found in many fields of scientific study.
 - b. The team may choose to include its knowledge about more than one Energy Cycle, but it must indicate on the *Tournament Data Form* the Energy Cycle for which it wants to earn points in D.1.e and D.2.e.
 - c. The team will earn points for the creative integration of knowledge about its chosen Energy Cycle into the presentation of the Circular Story. Integration of knowledge is creatively incorporating the knowledge learned from research into the Presentation. This is more than delivering a factual speech.
4. **The Dlcyler:** The team will design and construct a **Dlcyler** that will change in appearance at least once during each Act. See Special Definition at left. Before the Finale, the Dlcyler's appearance must be identical to the way it was when the Story began.
 - a. The change in appearance may be accomplished by any method(s) the team chooses, including direct physical contact. The team can use the same or different methods to make the change for each Act.
 - i. The Dlcyler cannot be a team member(s) or part of a team member(s).
 - ii. The Dlcyler must be a standalone item.
 - b. The Dlcyler must contribute to the presentation of the knowledge of the chosen Energy Cycle. The Dlcyler must also be used in the Finale (see A.5) to signal the end of the Presentation.
 - c. The team will earn points for the creativity of the design of the Dlcyler, the creativity of the methods used to change the Dlcyler during each Act, and for how effectively the Dlcyler is used to contribute to the presentation of the team's knowledge about the chosen Energy Cycle. It will also earn points if its physical appearance before the Finale is identical to the way it was when the Story began.
5. **The Finale:** The team will design a Finale that occurs after the final Act of the Circular Story has been presented and that uses the Dlcyler to signal the end of the Presentation.
 - a. The Finale may be anything the team chooses. A brief description of the Finale and how the Dlcyler will be used to signal the end of the Presentation needs to be noted on the *Tournament Data Form* so that the Appraisers will know what to expect and appraise.
 - b. Once the Dlcyler has signaled the end of the Presentation, no additional scoring will be allowed even if time remains.
 - c. If the eight-minute Presentation time ends before the Finale is presented, the team will receive zero points for the Finale scoring elements.
 - d. The team will receive points for the creativity of the Finale, and for creative use and/or incorporation of the Dlcyler and how it indicates that the Presentation has ended.

6. **Team Identification Sign:** The team should provide a free-standing Identification Sign (ID Sign) of approximately 2ft. x 3ft. (0.6m x 0.9m) displaying your team's Team Name, Team Number, School/Organization (if different from Team Name), and Level. It cannot be used as a scoring element. See "Team Identification Sign" section in *Rules of the Road* for further information.

B. SIDE TRIPS (60 POINTS)

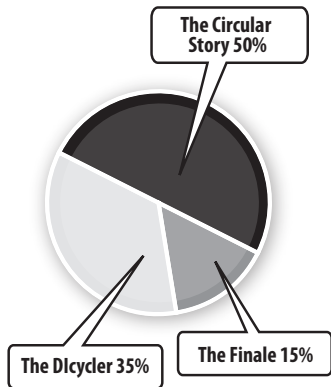
In addition to the above requirements, the team must present TWO creations, called *Side Trips*, that show off the team members' interests, skills, areas of strength and talents. Team members may create anything they wish for *Side Trips* including props, music, technical gadgets, costumes, physical actions, etc.

1. The team must present both *Side Trips* as part of the eight-minute Presentation and each *Side Trip* should have a meaningful connection to the team's *Central Challenge* solution. Each *Side Trip* must be described briefly on the *Tournament Data Form* found at the end of this Challenge.
2. A *Side Trip* may not be a specific item that is required in the *Central Challenge* that is already being evaluated. A *Side Trip* MAY be a single unique PART of a required item, as long as it can be evaluated as a standalone item. Both *Side Trips* may be presented at the same time ONLY IF both can be easily identified and scored separately. Examples of these can be found in the *Rules of the Road*.
3. Each *Side Trip* will be evaluated in three ways: for the Creativity and Originality of the *Side Trip*; for the Quality, Workmanship, and/or Effort that is evident; and for the Integration of the *Side Trip* into the Presentation. Evaluation of *Side Trips* is subjective.

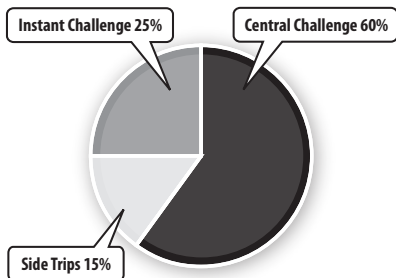
C. PRESENTATION SITE

1. **Floor Surface:** Destination ImagiNation strongly suggests that the Presentation Site be a large space with a hard floor such as wood, linoleum, concrete or very short-napped carpet. Teams should be prepared to deal with a variety of floor surfaces.
2. **Site Size:** The minimum required overall size of the Presentation Site is 8ft x 10ft (2.44m x 3.05m), but teams may use any additional space that Tournament officials designate as available. The 8ft x 10ft site will not be taped.
3. **Electrical Power:** A 3-prong electrical outlet will be provided at the edge of each Presentation Site for the team's use.

Team Challenge Scoring at a Glance



Putting It All Together



D. REWARD POINTS

ELEMENT		POINTS	DETAIL
CENTRAL CHALLENGE			
		UP TO 240	
1.	THE CIRCULAR STORY	UP TO 120	
	a. Circular Story has 3 unique Acts	0 or 10	A.2.d
	b. Effective Transition between Acts	Up to 20	A.2.d
	c. Creativity of the Circular Story	Up to 30	A.2.d
	d. Clear and effective presentation of Circular Story in selected order	Up to 30	A.2.d
	e. Creative integration of knowledge about the team's chosen Energy Cycle into the Circular Story	Up to 30	A.3.c
2.	THE DICYCLER	UP TO 85	
	a. Creativity of the design of the Dicycler	Up to 30	A.4.c
	b. Dicycler successfully transforms at least once during each Act	0, 5, 10, or 15	A.4
	c. Dicycler's appearance before the Finale is identical to the way it was when the Circular Story began	0 or 5	A.4.c
	d. Creativity of the methods used to change the Dicycler during each Act	Up to 20	A.4.c
	e. Effective use of Dicycler to present knowledge about the team's chosen Energy Cycle	Up to 15	A.4.c
3.	THE FINALE	UP TO 35	
	a. Dicycler signals the end of the Presentation	0 or 5	A.5.d
	b. Creativity of the Finale	Up to 15	A.5.d
	c. Creative use and/or incorporation of the Dicycler and how it indicates that the Presentation has ended	Up to 15	A.5.d
SIDE TRIPS			
		UP TO 60	
4.	SIDE TRIP	UP TO 30	
	a. Creativity and Originality	Up to 10	B.3
	b. Quality, Workmanship, or Effort that is evident	Up to 10	B.3
	c. Integration into the Presentation	Up to 10	B.3
5.	SIDE TRIP	UP TO 30	
	a. Creativity and Originality	Up to 10	B.3
	b. Quality, Workmanship, or Effort that is evident	Up to 10	B.3
	c. Integration into the Presentation	Up to 10	B.3

Tournament Data Form

Challenge B: Spinning a Tale

Page 1 of 2

Team Name: _____ Team Number: _____ - _____

School/Organization: _____ Level: EL ML SL UL

Dear team and Team Manager(s): Help your Appraisers identify the required elements of your Challenge solution so they can award you all of the points you have earned. Please fill this form out completely and neatly. For Elementary Level teams only: Team Managers MAY fill out the form, writing out the words dictated by the team.

A: Paperwork

Required Paperwork: At the Tournament Presentation Site, the Prep Area Appraiser will ask for your team's forms. A complete checklist of the required forms is below. None of the forms listed below can be used as a scoring item.

Your team needs:

- ☐ Five copies of this completed two-page *Tournament Data Form*. Be sure to copy both pages of this form. This is PAGE ONE of the form. Page Two may be copied onto the back of this sheet.
- ☐ Two copies of the completed *Declaration of Independence*. Blank copies of this form can be found in the *Rules of the Road*. One copy of this form is for *Team Challenge*, the other copy of is for you to take to *Instant Challenge*.
- ☐ One copy of the completed *Expense Report*. This form can be found in the *Rules of the Road*. Be sure to bring copies of your receipts in case you are asked for them, but it is not necessary to attach them to the form.
- ☐ Team Identification Sign: This will tell the Appraisers and the audience who you are. It must list your Team Name, Team Number, School/Organization (if different from Team Name), and Level. It cannot be scored. See the *Rules of the Road* for more information.
- ☐ Published Clarifications: We have read and are aware of the Published Clarifications on www.IDODI.org.

B: Side Trips

Side Trip 1: What is your Side Trip? _____

Please write a brief description of your *Side Trip*. Make sure that Appraisers know exactly what you want them to evaluate. What would you like them to know about the *Side Trip*?

Side Trip 2: What is your Side Trip? _____

Please write a brief description of your *Side Trip*. Make sure that Appraisers know exactly what you want them to evaluate. What would you like them to know about the *Side Trip*?

Tournament Data Form

Challenge B: Spinning a Tale

Page 2 of 2

Team Name: _____ Team Number: ____ _ - ____ _

School/Organization: _____ Level: EL ML SL UL

C: Challenge Information

1. What Energy Cycle are you presenting? Briefly describe the observable or measurable changes it produces.

2. Briefly describe the Dicycler and how it is designed.

3. Briefly describe each Act, what makes it unique, and how the Dicycler will change during each Act.

Act I:

Act II:

Act III:

4. Briefly describe your Finale and how the Dicycler will be used to signal the end of the Presentation. What should the Appraisers look for to know the Presentation has ended?